

LISTING OF CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method of converting a gaming machine from a first game to a second game, ~~the gaming machine including a top box display having a standardized internal substructure, the substructure supporting one or more first display elements associated with the first game, the substructure being substantially concealed from a player's view during normal operation of the gaming machine,~~ the method comprising:

removing ~~the one or more~~ a plurality of first display elements of a top box associated with the first game, the first display elements supported on a standardized ~~from the substructure of the top box;~~ and

installing ~~one or more~~ a plurality of second display elements on the substructure of the top box in place of the ~~one or more~~ plurality of first display elements, the ~~one or more~~ second display elements being associated with the second game, at least a portion of the second display elements having a different shape than the first display elements,

wherein the substructure is substantially concealed from a player's view during normal operation of the gaming machine, the first display elements and the second display elements comprising external decorative shell elements of the top box, the first display elements and the second display elements substantially enclosing the front and sides of the top box.

2. (Currently Amended) The method of claim 1, wherein the ~~one or more~~ first display elements are mounted to the substructure, wherein the removing step disconnects the ~~one or more~~ first display elements from the substructure, and wherein the installing step mounts the ~~one or more~~ second display elements to the substructure.

3. (Currently Amended) The method of claim 1, wherein the ~~one or more~~ first display elements and the ~~one or more~~ second display elements are further selected from a group consisting of ~~decorative shells,~~ sculptures, video displays, and mechanical displays.

4. (Currently Amended) The method of claim 1, wherein the ~~one or more~~ first display elements include a first side facing artwork panel adapted to be backlit from within the top box ~~display~~, and wherein the ~~one or more~~ second display elements include a second side facing artwork panel adapted to be backlit from within the top box ~~display~~.

5. (Currently Amended) A ~~kit~~ group of components for converting a top box display on a gaming machine from a first game to a second game, ~~the gaming machine including a top box display having a standardized internal substructure, the substructure supporting one or more first display elements associated with the first game, the substructure being substantially concealed from a player's view during normal operation of the gaming machine, the kit~~ group of components comprising:

one or more second display elements associated with the second game, the one or more second display elements adapted to mount to ~~the~~ a standardized substructure of the top box display in place of ~~the~~ one or more first display elements associated with the first game after the one or more first display elements are removed from the substructure,

wherein at least a portion of the second display elements have a different shape than the first display elements, the first display elements and the second display elements comprising external decorative shell elements, at least a portion of the first display elements and the second display elements include a side panel for the top box display.

6. (Currently Amended) The ~~kit~~ group of components of claim 5, wherein the substructure includes a cable chase defining a space for accommodating power and data cables.

7. (Currently Amended) The ~~kit~~ group of components of claim 6, wherein the cable chase is adapted to support power supplies and controller boards.

8. (Currently Amended) The ~~kit~~ group of components of claim 6, wherein the cable chase includes a plurality of connector holes for mounting standardized cable connectors.

9. (Currently Amended) The ~~kit~~ group of components of claim 5, wherein a portion of the one or more first display elements and the one or more second display elements are further selected from a group consisting of decorative shells, sculptures, video displays, and mechanical displays.

10. (Currently Amended) The ~~kit~~ group of components of claim 5, wherein ~~the one or more first display elements include a first~~ the side panel includes a side facing artwork panel adapted to be backlit from within the top box display, and wherein the one or more second display elements include a second side facing artwork panel adapted to be backlit from within the top box display.

11. (Currently Amended) A gaming machine convertible from play of a first game to play of a second game, the machine comprising:

a top box display having a standardized internal substructure, the substructure being substantially concealed from a player's view during normal operation of the gaming machine, the substructure supporting one or more first display elements associated with the first game when the machine is operable to play the first game, the substructure supporting one or more second display elements associated with the second game when the machine is operable to play the second game, the one or more second display elements adapted to mount to the substructure in place of the one or more first display elements after the one or more first display elements are removed from the substructure,

wherein at least a portion of the second display elements have a different shape than the first display elements, the first display elements and the second display elements comprising external decorative shell elements for the top box, at least a portion of the first display elements and the second display elements including a side panel for the top box display.

12. (Original) The machine of claim 11, wherein the substructure includes a cable chase defining a space for accommodating power and data cables.

13. (Original) The machine of claim 12, wherein the cable chase is adapted to support power supplies and controller boards.

14. (Original) The machine of claim 12, wherein the cable chase includes a plurality of connector holes for mounting standardized cable connectors.

15. (Currently Amended) The machine of claim 11, wherein the one or more first display elements and the one or more second display elements are selected from a group consisting of ~~decorative shells~~, sculptures, video displays, and mechanical displays.

16. (Currently Amended) The machine of claim 11, wherein ~~the one or more first display elements include a first~~ the side panel includes a side facing artwork panel adapted to be backlit from within the top box display, and wherein the one or more second display elements include a second side facing artwork panel adapted to be backlit from within the top box display.

17. (Currently Amended) A gaming machine convertible from play of a first game to play of a second game, the machine comprising:

a top box display having a standardized internal substructure, the substructure being substantially concealed from a player's view during normal operation of the gaming machine, the substructure adapted to support different sets of one or more display elements depending upon which of the first and second games that the machine is operable to play,

wherein at least a portion of the display elements between the first and second games have different shapes, the display elements comprising external decorative shell elements for the top box, at least a portion of the display elements including side panels for the top box.

18. (New) The method of claim 1, wherein at least a portion of the standardized substructure is situated toward the back of the top box.

19. (New) The machine of claim 17, wherein at least a portion of the standardized substructure is situated toward the back of the top box.